



STATE EMERGENCY SERVICE AWARENESS BADGE



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Scouts WA

Scouting is a growing world-wide youth movement with nearly 40 million members. 7,600 of those are in WA.

Fun, challenge, adventure and lifelong friendships await those girls and boys, men and women who join Scouts. Learning life skills, growing in self-confidence and gaining valuable leadership and team skills are all part of the Scout program.

The 8 principles of Scouting are:

Community Involvement, Learning by Doing, Nature and the Outdoors, Patrol System, Personal Progression, Promise and Law, Symbolic Framework and Youth Leading Adults Supporting.

Not one element of the method is more important than another, and different elements can feature more prominently.

The aim of Scouting is to foster personal growth in the following areas:

Social, Physical, Intellectual, Character, Emotional and Spiritual (SPICES)

And these experiences help the scout to connect with others, build new and existing friendships, learn new skills and help to create a better world.

Plan > Do > Review

This badge has been designed to facilitate a personal process of Plan > Do > Review with the Scout having the opportunity to play a lead role through choice. The scout can choose to achieve this individually by selecting appropriate activities that suit individual progress; the youth can also decide to approach this badge in small teams or as a whole section and achieve the badge together.

- | | |
|----------|---|
| PLAN - | researching, making decisions, gathering equipment and resources, contacting SES, and delegating responsibilities |
| DO - | learning new skills, being challenged, meeting new people, learn by doing |
| REVIEW - | researching and then reporting, reflection and discussion on skills, knowledge, team work and how much fun was had. |

Skill affinities.

Youth members throughout all sections of Scouting learn skills such as knots, navigation, first aid and team work. These skills are also foundational within the State Emergency Service which highlights a connection between scouting and SES skills.

Alongside these skills is the community service attitude strongly promoted and put into action by both organisations. Helping other people, especially those in need is a core principle for both Scouts and DFES/SES.

Department of Fire and Emergency (WA)

To the Chief Commissioner of Scouts WA,

I am pleased to be able to support the Scouts WA - State Emergency Service Awareness Badge being delivered through Scouts WA.

When a natural disaster strikes or an emergency situation arises, State Emergency Service volunteers can be found providing a wide range of services to help the community cope from the impact of a disaster.

With approximately 2000 volunteers throughout Western Australia, the State Emergency Services play a vital role in community safety. Aside from their very important emergency response capabilities, many SES volunteers work diligently behind the scenes actively promoting safety education, prevention and preparation measures in visits to service groups, senior centres and homes, local businesses and schools.

The Scouts WA - State Emergency Service Awareness Badge will provide scouts with memorable opportunities to gain basic skills in preparedness and leadership which will increase success in management and response to emergencies. It will also provide scouts with a strong understanding of the work the SES does in our community.

The Scouts long standing involvement in community services and the introduction of this special interest badge provides a wonderful partnership opportunity with the State Emergency Services.

I offer my best wishes to all scouts who take on the challenge of the Scouts WA - State Emergency Service Awareness Badge.

Yours sincerely
DARREN KLEMM
COMMISSIONER
December 2017



Scope: What is the aim of this specialist badge?

Awareness

In all aspects of emergency, education is a vital element to prevention and survival. Learning to be prepared for storms can make a huge difference in not only the ability to cope but also in the number of people needing assistance.

Understanding what to do if you get lost in the bush could be the difference in the level of danger, injury and time it takes to find you.

Gaining basic skills and reinforcing them can bring an elevation in readiness, ability and knowledge when working in and with the community and emergency services, increasing success in the management and response to emergencies.

This specialist badges aim to increase awareness of:

- Storm season readiness
- Land search
- Hand tools
- Knots
- Sandbagging

Appreciation

Understanding the work the State Emergency Service does in our community will increase the appreciation for these volunteers. SES has a huge range of competencies and services which are vital to the community:

When a natural disaster strikes or an emergency situation arises, DFES's State Emergency Service (SES) volunteers can be found providing a wide range of volunteer services to help the community cope from the impact a disaster.

This involves providing emergency repairs on buildings, to restoration of essential services and ferrying cargo and passengers across flood waters.

Helping the community to recover by responding to natural disasters is only part of SES' responsibility. Volunteers also carry out land search working alongside WA Police, cliff, aerial and cave rescues. SES volunteers can also assist with air search observation.

There are over 2,100 SES volunteers in WA. Many work diligently behind the scenes as radio or computer operators, in administration or incident control, planning and logistics.

SES volunteers also actively promote safety education, prevention and preparation measures in visits to service groups, senior centres and homes, local business and schools.

<https://www.dfes.wa.gov.au/aboutus/operationalinformation/Pages/stateemergencyservice.aspx>

This appreciation also has the potential of providing a 'cadet style' service for future intake of members to the State Emergency Service, and other associated services.

Not only will the scout learn about SES, their families who support their scouting efforts will also benefit from the awareness of this emergency service.

Badge

The badge has been endorsed by the Chief Commissioner of Scouts WA, the Commissioner of Department of Fire and Emergency Services, and the President of the Volunteer Association of the State Emergency Service of Western Australia.



LOGO

Although SES has different state logos, the badge uses the *orange and white checkers with blue lettering* as this is a nationally recognisable symbol worn on the uniform of the SES volunteers.

The *fleur de lis* is an internationally recognised Scout Logo and the badge uses the Australian design.

ACHIEVEMENT AND PLACEMENT

Once a youth member has completed the requirements for their section challenges, their leader can purchase the badge from the Scout shop and present the badge.

As each section attempts different challenges, once achieved in one section, it is not automatically translated to the next section. It becomes a camp blanket keepsake.

If achieving this badge is for a subsequent section, the badge is awarded again and is placed on the uniform again.

This is currently a WA only badge and at the discretion of our State Chief Commissioner it may be worn on the FRONT RIGHT (on chest) OF UNIFORM. (Not to be placed on the sleeve). It can be worn alongside any other WA event/achievement badge which qualifies for the same placement.

YPR / PERSONAL PROGRESSION FRAMEWORK

This badge currently falls under the 'Special Interest Areas: Creating a Better World – Community based' section. Youth will then achieve the SIA and the SES badge on completion.

Badge Requirements overview:

Section	Requirement
Joey Scout	▪ Visit a SES Unit or have a SES Unit visit the Mob ▪ Demonstrate Storm readiness at home by making a survival kit of choice ▪ Choose a game and or an activity ▪ Learn to use some hand tools
Cub Scout	▪ Visit a SES Unit or have a SES Unit visit the Pack ▪ Learn and discuss what SES does and demonstrate by making a Poster ▪ Research and report on Storm Readiness ▪ Make a Survival Kit for home ▪ Demonstrate skills in using some hand tools ▪ Learn new knots ▪ Choose a game and or an activity
Scout	▪ Visit a SES Unit or have a SES Unit visit the Troop ▪ Demonstrate getting home storm ready with photo evidence ▪ Demonstrate skills in using some hand and power tools ▪ Learn new knots ▪ Demonstrate building a sandbag wall ▪ Research and report ▪ Mock Emergencies ▪ Choose a game and or an activity
Venturer	▪ Join a SES Unit or SES Cadets as part of the Venturer Award scheme for a minimum of 6 months <u>or</u> ▪ Visit a SES Unit or have a SES Unit visit the Venturer Unit or attend an information night ▪ Demonstrate skills in using hand tools and some power tools ▪ Demonstrate building a sandbag wall ▪ Research and report on Mental Health for emergency volunteers. ▪ Demonstrate getting home storm ready with photo evidence ▪ Mock Emergencies ▪ Choose a game and or an activity
Rovers	▪ Join a SES Unit for a minimum of 12 months and ▪ Complete three competency courses with SES <u>or</u> ▪ Visit a SES Unit or have a SES Unit visit the Crew or attend an information night ▪ Demonstrate skills in using hand tools and some power tools ▪ Demonstrate building a sandbag wall ▪ Research and report on Mental Health for emergency volunteers. ▪ Demonstrate getting home storm ready with photo evidence ▪ Mock Emergencies ▪ Choose a game and or an activity ▪ Design, organise and run a Driver Reviver Rest Stop

Small teams, individual or whole group:

Earning this badge indicates that the youth member has developed an awareness, appreciation and an understanding of issues within the service scope of the State Emergency Service.

This document endeavours to provide options for youth members to achieve this badge on their own or as a group, and present youth members and leaders with program ideas. Sections are encouraged to involve a visiting SES unit with the listed activities for a joint evening of learning and interaction.

A youth member is able to achieve this badge independently, with or without contact with an SES unit however it is preferable that they endeavour to investigate and learn all they can about the State Emergency Service or associated services in their area.

A Games resource is provided to all sections for inclusion in program nights to add fun and learning together with skills. (Appendix 1.)

Note: It is proposed that at Scout and Venturer levels, sandbagging skills will be demonstrated. This will require the acquisition of actual sandbags & black plastic from your local hardware store.

S.P.I.C.E.S. – Badge targets

These five areas make up the fundamental basis of a person's character. The skills, experiences and ideas incorporated in this badge will contribute to the youth's journey:

<i>Social</i>	Youth members will be interacting with SES members, developing appreciation of role of volunteers in our community; working as part of small teams refers to belonging and working together
<i>Physical</i>	Handling sandbags, learning new knots, playing games, gaining new skills through the use of tools etc.
<i>Intellectual</i>	Acquiring new information through research, developing greater appreciation of volunteering with SES, and using initiative in creating reports, posters, etc.
<i>Character</i>	Showing autonomy in achieving this badge personally, identifying personally with the role of volunteer in SES
<i>Emotional</i>	Showing respect by appreciation of SES; learning about Mental Health issues; learning to work with others and be outside of ones comfort zone
<i>Spiritual</i>	Learning respect for others, reflecting on issues involved with volunteering and emergency services and being thankful.

Don't have a local SES Unit?

If you are a regional/country group you may find that there is no specific SES Unit in your area. There will hopefully be another type of DFES Voluntary service or a blended unit and they will be able to fit the scope just as effectively.

JOEY SCOUTS:

The activities are designed to be used either as part of the programme, completed individually at home or a combination of both.

To achieve this badge, choose 2 of the 3 following:

1. Visit

Contact your local SES unit and arrange a visit. Going to the SES unit provides awareness of locality, brings parents along and provides variety to the programme.

or

Asking for SES to visit your Mob can provide an opportunity for SES members to show vehicles and equipment and the possibility of doing some activities with the Joeys such as stretcher relays.

2. Survival Kit

Research and build a survival kit for use at home with the help of your family. Bring it in to Joeys to show and tell what and why things have been included. (See Appendix 2)

Different types:

Bush fire
Storm
Cyclone
Flooding
72 hour Metro (loss of services)
Medical
Pets
Survival (hiking)
Earthquake
Car

3. Choose one or two items from the Games and Activities section. You could run a game or work on an emergencies poster.

4. Hand tools:

Resources: bits of wood, nails, screws (flat & Philips), bolts (pre drilled holes)
Claw hammers, spanners, screwdrivers (flat & Philips)
Tables & extra helpers. PPE (especially eye/ear protection).

Aim: Learn and demonstrate 3 of the following:

- Hammering a nail
- Removing a nail
- Loosing and tightening a bolt
- Inserting and removing different types of screws

CUB SCOUTS

The activities are designed to be used either as part of the programme incorporating small team work, completed individually at home or a combination of both.

Choose 3 out of the following:

1. Visit

Contact your local SES unit and arrange a visit. Going to the SES unit provides awareness of locality, brings parents along and provides variety to the programme.

Or

Asking for SES to visit your pack can provide an opportunity for SES members to show vehicles and equipment and possibly do some activities with the Cub scouts.

2. Discuss, research & create

What does SES do for the community? What skills do they need to learn? What equipment do they use? How much do they get paid? Who can join?

- Create a poster about all the things that SES does to help the community and ask to put it up at your school or local shops. Take a photo of it in place to show your pack.

3. Research and report : Choose one from the following:

- Learn about storms and how to understand what they do. Learn about how to measure distance by seeing lightening and listening for the thunder; find out what you can do to get your home ready and safe in storm season.
- Learn about Earthquakes and their impact on urban environments. Learn what to do in an earthquake and what emergency services do to help after an earthquake.
- Make a poster promoting community awareness about being Storm Ready.

4. Survival Kit

Build a survival kit for use at home with the help of your family. Bring it in to Cubs to show and tell what and why things have been included. (See Appendix 2)

Different types:

- Bush fire
- Storm
- Cyclone
- Flooding
- 72 hour Metro (loss of services)
- Medical
- Pets
- Survival (hiking)
- Earthquake
- Car

5. Hand tools

Resources: bits of wood, poly pipe, nails, screws (flat & Philips), bolts (pre drilled holes)
Claw hammers, Tenon saws, hack saws, spanners, screwdrivers (flat & Philips)
Tables & extra helpers
PPE (especially eye/ear protection)

Aim: Learn and demonstrate 3 of the following:

- Hammering a nail
- Removing a nail
- Sawing poly pipe
- Loosing and tightening a bolt
- Inserting and removing different types of screws
- Sawing through a piece of wood

6. Knots

Learn and demonstrate 2 of the following:

- ALPINE BUTTERFLY knot
- FIGUE EIGHT knot
- FIGURE EIGHT FOLLOW THROUGH knot

7. Choose one or two items from the Games and Activities section.

SCOUTS

The activities are designed to be used either as part of the programme as small team work, completed individually at home or a combination of both.

Choose 3 out of the following:

1. Visit

Contact your local SES unit and arrange a visit. Going to the SES unit provides awareness of locality, brings parents along and provides variety to the programme.

Or

Asking for SES to visit your Troop can provide an opportunity for SES members to show vehicles and equipment and possibly do some activities with the scouts.

2. Make your home storm ready & take photos to prove it.

Choose three out of the following;

- Assist in cleaning out gutters
- Assist in cleaning out downpipes
- Assist in checking your roof is free from damage or loose items
- Clear your yard of loose items and rubbish
- Assist in trimming branches and check if there are trees too close to power lines. If they are, ask your parents to get them trimmed
- Prepare an emergency kit
- Teach your family about being storm safe
- Make an emergency plan including what to do with pets
- Know how to show an adult how to turn off the gas, electricity and water

3. Hand tools:

Resources: bits of wood, poly pipe, nails, screws (flat & Philips), bolts (pre drilled holes)
Small branches, star pickets, section of roof gutter, something heavy,
Pieces of tin, gloves, eye protection, hearing protection
Claw hammers, hack saws, spanners, screwdrivers (flat & Philips). Crow bar,
Power drill, pruning saw, tin snips, gutter cleaner tool
Tables & extra helpers. PPE (especially eye/ear protection).

Aim: Learn and demonstrate any 5 of the list below:

- Hammering a nail
- Sawing poly pipe
- Adjusting a bolt
- Inserting and removing different types of screws
- Lifting something heavy with a crow bar
- Hammering in a star picket
- Drill a hole
- Prune a branch
- Cut tin
- Clean a gutter

4. Knots Learn and demonstrate 2 of the following:

- FIGURE EIGHT ON THE BITE
- DOUBLE FISHERMAN
- PRUSSICK
- ALPINE BUTTERFLY

5. Sandbagging

Acquire sandbags and black plastic from hardware store

Leader resource:

<https://www.youtube.com/watch?v=9ay-uzfYx8s>

https://www.youtube.com/watch?v=-_T--l3b-34

Learn and demonstrate how to fill a sandbag and build a small retaining wall.

6. Research and report

Learn about flood water safety including how to guess the speed of the flood water, what health hazards are involved, what to do if someone needs to be rescued and what you should do if you are in a vehicle in flood waters. Report your findings to your patrol or troop.

7. Mock Emergency – choose one:

- a. Run an mock emergency for your section
- b. Participate in a mock emergency as either a casualty or first responder
- c. Be a casualty for a mock emergency exercise for your local SES unit training.

8. Choose one or two items from the Games and Activities section.

VENTURER SCOUTS

The activities are designed to be used either as part of the programme as team work, completed individually at home or a combination of both.

To achieve this badge, you can:

Join a SES Unit as a member (from the age of 16) or join a SES Cadet Unit for a minimum of 6 months

OR

Choose 3 from the following:

1. Visit

Contact your local SES unit and arrange a visit. Going to the SES unit provides awareness of locality, brings parents along and provides variety to the programme.

or

Asking for SES to visit your Unit can provide an opportunity for SES members to show vehicles and equipment and possibly do some activities with the scouts.

Or

Attend an information night at a SES unit and find out about how to join and what they do.

2. Hand tools:

Resources: bits of wood, poly pipe, nails, screws (flat & Philips), bolts (pre drilled holes) Small branches, star pickets, section of roof gutter, something heavy, Pieces of tin, gloves, eye protection, hearing protection, sledgehammer, Claw hammers, hack saws, spanners, screwdrivers (flat & Philips). Crow bar, Power drill, power saw, pruning saw, tin snips, gutter cleaner tool, vehicle. Tables & extra helpers. PPE (especially eye/ear protection).

Aim: Learn and demonstrate any 5 of the skills below:

- Hammering a nail
- Sawing poly pipe
- Adjusting a bolt
- Lifting something heavy with a crow bar
- Hammering in a star picket with a sledgehammer
- Cut tin
- Clean a gutter
- Drill a hole in wood
- Use a power drill to insert and remove a screw from wood
- Change a car tyre

3. Sandbagging – acquire sandbags & black plastic from hardware store

Resource links

<https://www.youtube.com/watch?v=9ay-uzfYx8s>

https://www.youtube.com/watch?v=-_T--l3b-34

Learn and demonstrate how to fill a sandbags and then
build a three layer wall 2m long wall,
and/or build a sandbag retaining wall for a swing door opening

4. Research and report on the Mental Health issues and support for Emergency Volunteers and Career staff
5. Make your home storm ready & take photos to prove it. Work with your family to prepare you home.

Choose three out of the following;

- Assist in cleaning out gutters
- Assist in cleaning out downpipes
- Assist in checking your roof is free from damage or loose items
- Clear your yard of loose items and rubbish
- Assist in trimming branches and check if there are trees too close to power lines. If they are, ask your parents to get them trimmed
- Prepare an emergency kit
- Teach your family about being storm safe
- Make an emergency plan including what to do with pets
- Know how to show an adult how to turn off the gas, electricity and water

6. Mock Emergency – choose one:
- a. Run an mock emergency for your section
 - b. Participate in a mock emergency as either a casualty or first responder
 - c. Be a casualty for a mock emergency exercise for your local SES unit training.
7. Choose one or two items from the Games and Activities section.

ROVER SCOUTS

The activities are designed to be used either as part of the programme, completed individually at home or a combination of both.

To achieve this badge, you can:

Join a SES Unit as a member for a minimum of 12 months and complete three competency training courses.

OR

Choose 3 from the following:

1. Visit

Contact your local SES unit and arrange a visit. Going to the SES unit provides awareness of locality, brings parents along and provides variety to the programme.

or

Asking for SES to visit your Unit can provide an opportunity for SES members to show vehicles and equipment and possibly do some activities with the scouts.

Or

Attend an information night at a SES unit and find out about how to join and what they do.

2. Hand tools:

Resources: bits of wood, poly pipe, nails, screws (flat & Philips), bolts (pre drilled holes)
Small branches, star pickets, section of roof gutter, something heavy,
Pieces of tin, gloves, eye protection, hearing protection, sledge hammer.
Claw hammers, hack saws, spanners, screwdrivers (flat & Philips). Crow bar,
Power drill, power saw, pruning saw, tin snips, gutter cleaner tool.
Vehicle. PPE (especially eye/ear protection).

Aim: Learn and demonstrate any 5 of the skills below:

- Hammering a nail
- Sawing poly pipe
- Adjusting a bolt
- Lifting something heavy with a crow bar
- Hammering in a star picket with a sledgehammer
- Drill a hole
- Cut tin
- Clean a gutter
- Drill a hole in wood
- Use a power drill to insert and remove a screw from wood
- Change a car tyre

3. Sandbagging – acquire sandbags & black plastic from hardware store
Resource links

<https://www.youtube.com/watch?v=9ay-uzfYx8s>

https://www.youtube.com/watch?v=-_T--l3b-34

Learn and demonstrate how to fill a sandbags and then
build a three layer wall 2m long wall,
and/or build a sandbag retaining wall for a swing door opening

4. Research and present a report to the Crew:

- a. Flood Water safety and Vehicles – the do's and don'ts of crossing flood waters, how to deal with a rescue situation in flood waters, and how to deal with being trapped by flood waters in your vehicle.
- b. What to do when an Emergency Vehicle approaches you whilst you are out driving. Learn the rules and appropriate response if the emergency vehicle approaches from behind you, from the side or needs to cross traffic lights.

5. Make your home storm ready (follow SES guidelines)

Or

Assist an elderly/disabled resident with storm readiness for their home.

Take photos to present to your Crew to prove it. Choose five out of the following;

- Cleaning out gutters
- Cleaning out downpipes
- Checking your roof is free from damage or loose items
- Clear your yard of loose items and rubbish
- Trimming branches and check if there are trees too close to power lines
- Prepare an emergency kit
- Teach your family about being storm safe
- Make an emergency plan including what to do with pets
- Know how to turn off the gas, electricity and water at your home

6. Mock Emergency – choose one:

- a. Run an mock emergency for your section
- b. Participate in a mock emergency as either a casualty or first responder
- c. Be a casualty for a mock emergency exercise for your local SES unit training.

7. Choose one or two items from the Games and Activities section.

8. Design, organise and run a Driver Reviver Rest Stop as a crew.

Part of many regional SES Units duties is to respond as a Road Crash Rescue team. Many people could avoid serious incidents if they chose to stop and rest during the course of their country journeys.

As a Crew, contact your local 'Driver Reviver' coordinator and choose a location and time suitable as a pop up rest stop at a designated Rest Stop area. Work with this organisation (and its sponsors) to conduct a free driver fatigue relief service under their supervision and guidance. This support may include essential safety guidelines, recommendation and approval of site locations, use of rest areas, toilet facilities, shelter and power.

The activity should be at least 12 hours in duration, or as per the Driver Reviver programme requirements, and can be conducted on a public holiday or during school holidays.

General guidelines:

- a. Ensure all volunteers, travellers etc are always safe
- b. Provide shelter, tables, seating and lighting for travellers
- c. Provide nutritious snacks and beverages for free for drivers
- d. Provide safe play areas for children if possible
- e. Provide warmth (safely) if applicable/allowed, i.e. campfire
- f. Abide by all by-laws, regulations and safe practice rules
- g. Promote safe driving practices through educational materials, police and/or SES presence, posters, flyers etc.

Resource:

<http://www.tollgroup.com/driverreviver> and find the contact for your state coordinator.

Appendix 1: Games & Activities

These games and activities have been designed to incorporate aspects of various concepts that SES deal with.

Youth members are encouraged to choose games that suit their section and age range as part of a meeting program.

Contents:

Searcher

Blind Find

Four Corner Emergency

Safety Collage

Rescue Me

Casualty Relay

Drama, drama, drama

Over and Out

SEARCHER (10 mins)

Story:

Once upon a time there was a little boy called Tim. He went camping in a beautiful forest with his family and they were having a wonderful time together. Tim could play all sorts of games and swim in the river and they would all go for long walks to see how many birds and animals they could find.

On one of their walks, Tim saw a brightly coloured bird singing on a low branch so he decided to get a closer look. He didn't tell Mum & Dad that he was chasing a new bird. Soon, the bird had flown too fast and Tim couldn't see it anymore. He turned around and he couldn't see his parents anymore, nor could he see the path. Oh dear, he was lost!

Tim remembered what his Joey Scouts had taught him. He sat down under a really nice tree and called out as loud as he could.. and then he listened. He kept calling.. and listening, and he stayed right where he was. He didn't move, or keep walking, he just stayed right there and waited. He felt a little scared and a bit tired and hungry but he stayed and waited.

It felt like a really, really long time but when he called out and then listened, suddenly he heard a voice calling his name! He called out as loud as he could.. and listened again... and he heard it again but closer! Finally people wearing orange overalls came through the trees and found him! They gave him a drink and a snack and took him straight to his Mum and Dad. They were so happy to see Tim, they gave him lots of hugs!

The people were all so amazed that Tim remember to STAY WHERE HE WAS and CALLED THEN LISTENED. It made it so much easier to find him quickly and get him back safe.

Go on to play the Game: Marco Polo style game- "Learn to stay put & answer calls"

Location & Resources: Outdoors-trees/bushes
Indoors- blindfold

Instructions:

- Choose 1 "searcher"
- Other Joeys go and hide behind trees etc within boundaries
- Searcher calls "Can you hear me?"
- Joeys "coo-ee" back but remain hidden, they lose if they move.
- Winner is first person to be found.
- Take turns at being the searcher

Focus: the idea is to remain in place, listen and answer calls. Encourage answering loudly so they can be found first. The key to all land searches is to have the missing person staying in one place and not moving around. Answering calls helps search teams pin point their location.

Leader could prompt discussion on where else you could get lost (shops, shows etc) and what to do.

Optional: Draw Tim being found by SES

BLIND FIND

Location: Inside or outside in an open space

Resources: blindfold for all players

Instructions:

Everyone finds a spot to stand, preferably spread out.

Everyone puts on a blindfold and then gently turns around a few times (or leader can spin them around a few times).

Object of the game:

To find each other and link up until everyone is found. Must use voices and those still alone should stay still.

Idea is to promote STAY WHERE YOU ARE, LISTEN and CALL if you are lost.

FOUR CORNER EMERGENCY

Location: Preferably indoors but could translate to outdoors with set boundaries

Resources: Prepared 'situation' cards

Instructions:

Identify four corners of your hall or outside area and allocate them:

1. Ambulance
2. Fire
3. Police
4. State Emergency Service

Place all youth members in the middle.

Caller reads a 'situation' card describing an emergency. Youth must choose which emergency service should be called by running to that corner.

Examples:

- a. You see someone breaking into a car at the shopping centre
- b. There's smoke coming under the door
- c. There's water running down the wall inside the house
- d. Your neighbour has fallen off the roof
- e. A tree has fallen onto your house

Last three to arrive are out. They then can take turns calling.

Purpose: to promote awareness and problem solving.

Extension: Emergency Services posters

SAFETY COLLAGE POSTERS

Location: Indoors

Resources: Collected images, poster boards, glue, textas

Instructions:

Ask youth members to spend a few weeks looking for images of Emergency Services in newspapers, magazines, online, posters, promotional material etc. and collect them for the activity.

Also gather images of articles and stories of people or places being helped by Emergency services.

On meeting night, gather all images together and sort into types.

Create collages for each emergency service, including information such as the correct phone number to call, local stations and ideas that come from discussions about Emergency Services.

Purpose: to promote awareness of emergency services of all types.

RESCUE ME

Location: Inside or defined flat outside area

Resources: large, clean plastic bottles that have handles; ropes of various lengths, chalk or something to define your play area.

Instructions:

Define an area that would represent a wide river. Describe this area as full of rushing flood water.

One side will have the equipment and most of the team.

The other side will have one person who needs to be rescued. They are stuck on the roof of their car and need help.

Youth members need to use the plastic bottle tied to the rope to throw out to the person. The person must tie a bow line around themselves and then the team needs to carefully pull them in.

Variation: make a human chain to reach the person.

Discussion: making decisions about whether it is safe to rescue them or to go get help and just throw a safety line.

CASUALTY RELAY

Location: Inside or outside in a defined play area

Resources: Nil

Instructions:

Form into small teams of three people.

Set a start and a finish line.

One person is the 'casualty' and the other two must use hand hold techniques to transport the casualty across from one line to the other side.

Agree on how many sections your relay will consist of. Each team must cross with their casualty with a different technique each time, then swap roles and technique and cross again until they reach the agreed finish line.

Rules:

- Don't drop the casualty
- Use the correct technique properly and safely
- Work together and share the effort
- Use best practice lifting to keep your back protected.
- Don't lift if the person is too heavy – choose the right technique
- *Don't attempt the fireman's lift or the single cradle*

Suggested hand holds/ casualty handling techniques:

Backwards drag

Four handed seat

Human crutch

Firefighters crawl

Double human crutch

Double firefighter crawl

Fore and aft

Belt straddle forward drag

Two handed seat

Pack strap carry

Three handed seat

Ankle pull

DRAMA, DRAMA, DRAMA

Location: in or outside

Resources: Scenario cards pre prepared, props optional

Instructions:

In small teams, take turns in acting out emergency scenarios.

Provide the team with the scenario card and allow them 3 minutes to come up with a skit.

They then must **MIME** the action.

The audience must guess correctly what the emergency is.

Correct answer scores points and goes next.

OVER AND OUT

Location: Indoors or outdoors

Resources:

- two sets of walkie talkies, paired on two different channels, spare batteries
- blindfolds
- course materials

Set up:

Depending on location, time and resources, the main aim is to set up an obstacle course wide enough for two people to walk through side by side. If indoors, marking lanes with masking tape on the floor with the occasional chair or table in the way would be just as good as a complicated star picket and hessian course outside. Once the course is laid out, a marked square on each end will be needed for the 'caller'. (If needed, a raised platform so that they can see properly).

Instructions:

Two people are nominated to be the 'team'. They must stand at the start of the course and put on blind folds. They are then given a radio and must follow the instructions given through the radio only. The two must then link together either by holding shoulders or arm in arm. They must not lose contact with each other.

A third person is nominated to be the 'caller'. They will stand in the square at the end with the paired channel radio. It will be their responsibility to instruct the team to walk through the course and around/through/under obstacles.

Another set of players is then organised, and they commence at the other end of the course. The game leader then announces 'start' and the first to the other end wins. At some point, the teams will become obstacles for each other.

Variations:

- Learning correct radio protocol and language can extend this activity. Researching the correct procedures for radio communications and then using them as a rule, i.e. "Caller to Team A, over"; "This is team A, over", "Team A, take three steps forward and turn left, over" etc can reinforce procedural skills.
- Learning the standard phonetic alphabet and using these as codes during instructions can also add variation to the skills learnt.
- Asking your local SES Unit to run "Comms" practice when you visit their unit.
- ***Ask an SES member what's wrong with the name of this game too.***

Purpose:

Radio communication skills, team work and listening skills!

Appendix 2: Ideas for Emergency Kits:

Water bottles – enough for each person for three days

Non-perishable food items (remember a can opener)

Emergency thermal blankets – 1 for each person plus a spare

Emergency rain ponchos – 1 for each person plus a spare

First Aid kit with instructions

Waterproof torch and spare batteries

Radio and spare batteries

Towels

Personal hygiene items

Duct tape

Sturdy gloves

Water proof bags

Important documents in sealed bags or USB scans

Medications in sealed bags

Spare clothing including underwear

Whistle

Garbage bags and resealable bags

Spare mobile batteries or remote/solar chargers

Spare cash

Dust masks

Multi tool

Pencils, pens, paper in sealed bag

Candles and matches in sealed bag

Glow sticks

Pet food?

Appendix 3: Links

Scouts Australia:

<http://www.scouts.com.au/>

Scouts WA:

<http://scoutswa.com.au/>

DFES:

<https://www.dfes.wa.gov.au/aboutus/corporateinformation/Pages/default.aspx>

https://www.dfes.wa.gov.au/safetyinformation/storm/StormGuidelinesandManuals/DFES_Storm-Prepare.pdf

SES:

<http://www.ses-wa.asn.au/>

Resource Links:

Sandbagging

- <https://www.youtube.com/watch?v=9ay-uzfYx8s>
- https://www.youtube.com/watch?v=-_T--l3b-34

Emergency Kits

<https://www.dfes.wa.gov.au/safetyinformation/pages/emergencykits.aspx>

Cadets

<https://www.dfes.wa.gov.au/safetyinformation/pages/emergencykits.aspx>

DRIVER REVIVER PROGRAMME

<http://www.tollgroup.com/driverreviver>